

SMASH Game

Carole Greenes

Tanner Wolfram

With contributions from:

Mary Cavanagh

James Kim

Daniel Lee

Jason Luc

Yifan Tian

Larry Yong

©PRIME Group 2023

Center for Mathematics and Teaching

Also produced by the **PRIME Group**

Alge-Grid: What's the a?

Pattern Grid-unLocks

Play It Positively or Negatively!

READY-X

Factor Max

Make It Proper

Shape-Up

Function Frenzy

**Practice Research & Innovation in Mathematics
Education (PRIME) Group**

Center for Mathematics and Teaching, Inc.

<https://mathandteaching.org/>

Table of Contents

Section	Page
Also Produced by the PRIME Group	2
Author Bios	4
SMASH Game Intro	5

SMASH Games are interactive PowerPoints.

**They will be available during the
2022 – 2023 school year, one per month.**

Game 1: Release September 1, 2022

Game 2: Release October 1, 2022

Game 3: Release November 1, 2022

Game 4: Release December 1, 2022

Game 5: Release January 1, 2023

Game 6: Release February 1, 2023

Game 7: Release March 1, 2023

Author Bios



Carole Greenes, Ed.D. is Professor Emerita, Mathematics Education at Arizona State University. While at ASU, she served as Associate Vice President for STEM Education, Dean of the School of Educational Innovation and Teacher Preparation, Director of the Practice Research and Innovation in Mathematics Education (PRIME) Center, Director of the Vertically Integrated Projects program that provides research experiences for undergraduate students, and Professor of Mathematics Education in the Ira A. Fulton Schools of Engineering, the College of Liberal Arts and Sciences, and the Mary Lou Fulton Teachers College. Currently, she directs the PRIME Group that develops books of challenge puzzles and games for students, grades K – 12, and authors Carole’s Corner for the Center for Mathematics and Teaching, Inc. in California. Carole is author of more than 350 books for students, PreK-12 and college, and teachers; 81 articles; six mathematical musicals; and two histories of mathematics in story and song. She served as editor of the Arizona

Association of Teachers of Mathematics journal, *OnCore*, and author of the online monthly free *MATHgazine Senior* (grades 8-12), *MATHgazine Junior* (grades 5-8), *MATHgazine Elementary* (grades 3-5) and *MATHgazine Primary* (grades K-2). In 2003, Greenes was inducted into the Massachusetts Mathematics Educators’ Hall of Fame. In 2011, she received the NCSM Ross Taylor/Glenn Gilbert National Leadership Award in Mathematics Education. In 2016, she received the Copper Apple Award for Leadership in Mathematics in Arizona, and in 2018 she received the National Council of Teachers of Mathematics Lifetime Achievement Award. Her 2021 and 2022 books/games include: *Alge-Grid: What’s the a? Pattern Grid-unLocks*, *Play It Positively or Negatively?! Factor Max!*, *Make It Proper*, *Shape-Up*, *Function Frenzy*, *READY-X?*, and the *SMASH Game*.



Tanner Wolfram is a student at Georgetown Law School. He received his undergraduate degree from Barrett, The Honors College at Arizona State University with a major (summa cum laude) in Physics along with minors in both Spanish and Chinese. During his time at ASU, Tanner served as Senior Project Assistant in the Practice, Research, and Innovation in Mathematics Education (PRIME) Center, and since fall 2020 has been co-Director of the PRIME Group. Tanner’s work in the PRIME Center included: assisting with the NSF-funded App Maker Pro (AMP) project, contributing to, and editing eight *MATHadazzle Puzzle Books*, co-authoring six articles, and co-editing four free monthly online *MATHgazines*. While co-directing the PRIME Group, Tanner co-authored several math puzzle books, including: *Make It Proper*, *Solve It Positively and Negatively!*, *Pattern Grid-unLocks*, *Factor Max!*, *Alge-Grid: What’s the a?*, *Make It Proper*, *Shape-Up*, *Function*

Frenzy, *READY-X*, and the *SMASH Game*, all of which are distributed by the Center for Mathematics and Teaching, as well as serving as senior author of the *Facasumi Puzzle Book*, which was distributed by the Arizona Association of Teachers of Mathematics.

SMASH Game

The **SMASH Game** is a two-team game designed to capitalize on player's knowledge of:

SCIENCE MATHEMATIC ARTS SPORTS HISTORY

Materials:

- For each game, there are 25 questions (5 per category). In each category, questions range in difficulty as indicated by their point values: 100 for least difficulty to 500 for most difficult.
- Scoreboard (user provided)
- Timer (user provided)
- Coin (user provided)

Game Leader:

- Flips coin to determine which team plays first.
- Clicks on questions and solutions.
- Keeps track of time.
- Records scores.

Teams:

- Teams may range in size from 5 to 8 players.
If played in a classroom, half the class may be on each team.
- Each team chooses a captain. The Team Captain consults with the team to select a category and difficulty level. Then, when team members agree on the answer to the question, the Captain announces the answer. Team Captains change with each new game.

Game Play:

- The team that asks the question is the first team to respond. The team is given 45 seconds to answer the question.
- If the question is answered correctly, that team scores points and can choose the next question.
- If the question is answered incorrectly, the other team plays. The other team can choose to answer the previous question or choose a new question.
- When all 25 questions have been played, the game is over. The team with the greater score is the winning team.